```
WAL::Scene
  Entity
 entities
 _newEntities
  views
 nextID
+ getID()
+ getEntities()
+ addEntity()
+ scheduleNewEntity()
+ view()
+ applyChanges()
+ Scene()
+ Scene()
  ~Scene()
+ operator
           =()
  componentAdded()
  componentRemoved()
  entityRemoved()
             + scene
      WAL::Entity
  uid
 name
 _disabled
 _shouldDelete
- _notifyScene
  components
- Scene
- nextID
+ getUid()
+ getName()
+ setName()
+ isDisable()
+ setDisable()
+ shouldDelete()
+ scheduleDeletion()
+ getComponent()
+ tryGetComponent()
+ getComponent()
and 13 more...
  _componentAdded()
  componentRemoved()
             # entity
   WAL::Component
   + operator=()
   +
       ·Component()
   + clone()
   + onStart()
    + onStop()
   # Component()
   # Component()
           Δ
 BBM::ScoreComponent
 + aliveTime
 + clone()
 + ScoreC
         Component()
  ScoreComponent()
   ~ScoreComponent()
 + operator=()
```